```
ec::Geometry
   + ~Geometry()
   + Render()
   # BeginRender()
   # OnRender()
   # EndRender()
   # Geometry()
 ec::StaticGeometry
#m VAO
# m VBO
# m EBO
# m vertices
# m indices
+ ~StaticGeometry()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
# BeginRender()
# OnRender()
# EndRender()
# SetupMesh()
# StaticGeometry()
   ec::SphereMesh
   + SphereMesh()
   + ~SphereMesh()
   + Resize()
   + GetRadius()
  + GetLatitude()
   + GetLongitude()
```